



C A S I N O.*

O GRACIOUS Muse, who oft my vacant Hours
Hast sooth'd by thy all-fascinating Pow'rs,
Now taught my Verse to trip in lively Strain,
Or now in mournful Elegy complain,
A Theme as yet unsung my Pen essays,
O give thy Inspiration to my Lays!

I SING CASINO:—Lift not scornful Eyes,
Nor superciliously my Theme despise;
The tuneful Nine are wont such Themes to aid,
Well have been sung *Heart, Diamond, Club, and Spade*;
In POPE's gay Verse immortal Ombre lives;
Of Cribbage GREVILLE just Description gives;

* Some of my Readers may possibly wish to know from whence the Title of CASINO is derived; it is described in D'Alberti's Dictionary to be "Espèce d'Académie de jeu de la Noblesse à Florence;"—a Sort of Gaming-House for the Use of the Nobility at Florence, from which CASINO is supposed to derive its Name.

Each

Each titled Card has had its Honor due
Describ'd in mirthful Tales by sprightly CREW ;
ME, last and least, assist the Rules to tell
By which CASINO's Vot'ries may excel.

ALL hail, thou new and fashionable Game,
Tho' spurn'd by those who scarcely know thy Name!
Ye Amateurs of Whist, and brainless Wits,
Who cry, "CASINO! well enough for Chits!"
Here, take my Gauntlet, or the Combat yield,
CASINO's Champion calls you to the Field ;
My Pen, here drawn in Vengeance, shall expose
The Manifesto of CASINO's Foes.

COME, then, ye candid Youths, who nobly aim
To learn, with Minds unprejudic'd, the Game,
A strict Attention first your Guide demands,
Be not your Head at Variance with your Hands ;
Ill will your Time, and quick your Coin be spent,
Your Head and Hands on diff'rent Subjects bent :

Think

Think not the light Employ beneath your Care,
That ev'ry Fool knows how to take a Pair;
Let not your Senses wander—scorn to hear
The Circle buzzing Prittle-prattle near;
Tell not the Fair *Bon Mots*, howe'er diverting,
CASINO's incompatible with Flirting;
To all Temptations be your Senses barr'd,
And let Attention sit on ev'ry Card;
Then call retentive Mem'ry to your Aid,
Vain is your Skill without that thoughtful Maid:
With fixed Look and undiverted Eye,
Behold the Goddefs at your Elbow nigh!
She's left the Realms of Whist, and, borne on Air,
She's come—CASINO more demands her Care.
You're now prepar'd for Fight—but let me pause
Ere I attempt to tell CASINO's Laws.

ELEVEN Points are in each Game contain'd,
'Tis mine to shew how best those Points are gain'd:
Whoe'er

Whoe'er of Cards have the Majority,
For their Success may score the Number *three*;
The *Diamond-ten*, the Great CASINO nam'd,
Two Points demands, and chief in Rank is fam'd;
The *Deuce of Spades*, CASINO's younger Brother,
By common Use, claims *half as much as t'other*;
Each *Ace* scores *one*, and thus the Number *four*
Is quickly added to the former Score;
And last the *Suit of Spades* puts in its Claim
To reckon *one*, and this compleats the GAME.

SAY, gentle Muse, what could be the Pretence
To give the Suit of Spades Pre-eminence?
Had by the India-Squad the Choice been made,
No Rank had been allotted to the Spade;
Diamonds had shone, decreed by Nabob-Race,
As first in Splendor, so the first in Place;
If in CASINO Love had any Part,
Its fond Inventor had prefer'd the Heart;

And

And (oh! may Teague not beat my trembling Muse!)
 The Clubs a red-hot Irishman would choofe.
 But why fhould Spades, 'bove all, a Value bear,
 And why their Ace the Garter's Order wear?
 * Know, Induftry fupports the Human Race,
 To that let Splendor, and e'en Love give place;
 The Spade's an Emblem meet of Induftry,
 Britons to that afcribe the firft Degree.

FOUR Cards each Perfon holds, and four the Board,
 But, ere you play, let each be well explor'd;
 If to your Hand the Board prefent a Mate,
 Unite the Pair, and truft the reft to Fate;

* THOSE of my Readers who have feen the firft Edition of the Poem on CASINO will here obferve an Alteration; in Deference to the Opinion of fome Friends, who hinted to me that the Mixture of Sacred and Profane Ideas in this Paflage (as it originally flood) carried with it an Air of Levity, which was very far from my Intentions, I have difcarded the Lines which they difapproved of, and fubftituted the above. I have ever agreed in Sentiment with the Poet,

“ Curs'd be the Line, how well fo e'er it flow,

“ That tends to make one virtuous Man my Foe.”

I TRUST my Readinefs to atone for my Error, though an unintentional one, will procure the Pardon of thofe Readers who difapproved of the Lines in the firft Edition.

B

But

But if a Card of Might can sweep a Band
Of Cards together, take it from your Hand;
But in your Hand if such poor Jacks abound,
That not one Jill on all the Board is found,
Some Card ill-fated from the Set afford,
And place the wretched Victim on the Board.
If, of the four, two Aces you possess,
(Aces in Hand are ever a Distress)
One quick dismiss, in hopes it soon will come
To meet its Partner at its former Home:
Thus, when two Brothers, long together bred,
At length must part Life's doubtful Path to tread,
Each hopes again to meet, but hopes in vain,
Perhaps they've parted—ne'er to meet again.
Three Aces play'd, if you the fourth command,
Not for one Moment keep it in your Hand:
If one you hold, be sure that fast you hold,
Nor trust its tender Carcass to the Cold,
While others still are in,—'tis much too bold:
If to hold Courtly-Cards should be your Fate,
Know, that CASINO is a Democrate;

And,

And, like TOM PAINE, exhorts all Subject Slaves,
“ First Kings and Queens dismiss, and high-born
Knaves;”

Except, when quite exhausted is the Pack,
Some Courtly-Card the Dealer must keep back;
But, if your Hand no Royal Person grace,
A Noble Knave as well may fill his Place:
If all are Cards-Plebeian, keep the best,
Whose larger Form may comprehend the rest;
Then all the Forces that expos'd remain,
Are swept in one grand Whirlwind from the Plain:
So may a *neighb'ring* KING, * whose Mis'ry calls
For gen'rous Pity from his Prison's-Walls,
The PRUSSIAN KING on some glad Day descry,
With BRUNSWICK'S Duke, to Paris' Ramparts nigh;
So may the Royal Leaders meet the Foe,
And drive the Rebels to the Shades below.

ONE Caution more tho' ere my Rules are done,
Ne'er leave one Card upon the Board alone;

* See Note (A) at the End of the RULES.

Left your quick Foe should find a Partner meet,
And add a Counter for the glorious Feat :
So comes th' enamour'd Youth, alert and gay,
And Mifs, without a Chap'ron, takes away.

THE Cards all play'd, learn by my Rules to act,
The leffer Number from the great subtract ;
Then score the Product, till the Game is won ;—
Thus end my Rules, and thus my Task is done.

LET me presume, my Occupation o'er,
Ye candid Fair, your Favor to implore ;
And let not Critics, tho' they blame its Poet,
Condemn CASINO—till they're sure they know it.
Long may it flourish in this happy Land ;
Long reign with Whist and Cribbage, Hand in Hand:
And may, in spite of frantic PAINE's Endeavour,
Great GEORGE and great CASINO live for ever !

APPEN-

A P P E N D I X;
CONTAINING
THE LAWS OF CASINO,
AND
RULES FOR PLAYING THE GAME.

— SI QUID NOVISTI RECTIUS ISTIS
CANDIDUS IMPERTI, SI NON, HIS UTERE MECUM.



A D D R E S S

TO THE PUBLIC.

BEFORE I offer the following RULES to the Public, let me bespeak its Candor. I hope I shall not be accused of Arrogance and Presumption in presenting a few Directions to its Notice. I do not take upon myself the Office of CASINO-LYCURGUS, because I deem myself qualified above all others for the Undertaking; but merely because no other Person has yet come forward in that Capacity, and because the Knowledge of the Game is at this Time almost confined to the Circles of Fashion. Neither am I vain enough to suppose that the subjoined Rules are so absolutely unexceptionable, that no better might be added or substituted.

In writing Rules for any Game, many Articles must necessarily be left unnoticed, and many of those mentioned
must

must not be strictly adhered to, but varied according to particular Cases, which no Maker of Rules can foresee, and according to the Manner of your Adversaries' Play.— Many Circumstances have happened at Whist unnoticed by HOYLE; and though I doubt not there are many Persons who may far excel the Writer of this Address in playing the Game of CASINO, and many certainly are more capable of forming a Code of Rules, yet I may with Truth, and without Fear of being controverted, assert, that whoever condescends to adhere to the following Rules, will not be a bad Proficient in the Game of CASINO.

LAWS

LAWS OF CASINO.

I.

THE GAME consists of ELEVEN POINTS, as following:

The Party which gains

	SCORES
The Majority of the Cards - - - - -	3
— Great CASINO (viz. the <i>Ten of Diamonds</i>)	2
— Little CASINO (viz. the <i>Deuce of Spades</i>)	1
— Aces (viz. one <i>Point</i> for each <i>Ace</i>) - -	4
— Majority of the Suit of <i>Spades</i> - - -	1
	TOTAL 11

BUT each Party does not score the Number of Points it has gained, but the lesser Number is subtracted from the greater, and the Overplus only is scored.

C

Ex-

E X A M P L E.

ONE Party gains seven Points out of the eleven, then the remaining four Points gained by its Adversaries are subtracted from the seven Points, and the Overplus of three is only scored. It may indeed happen that neither Party scores any Thing; as for Instance; the Number of Cards is equally divided between the two Parties; in that Case eight Points only remain to be reckoned, which possibly being equally divided, as well as the Cards, neither Party can score.

II.

THE Method of Dealing is to give four Cards to each Person, and four to the Board: After those Cards are play'd, give four more to each Person, till the Pack is out; but turn up no more upon the Board.

N. B. THE Dealer is not obliged to turn up the Cards on the Board regularly as he deals, but by one, two, or more, at his Option.

III. THERE

III.

THERE can be no Misdeal at this Game ; but if a Person plays with only three Cards, he must abide by the Loss : And if a Card is dropped under the Table, the Person who had only three must take that, whether to his Disadvantage or not : Nor can a fac'd Card or Cards cause a Misdeal, excepting in the first Round of the Deal, before any Cards are turn'd up on the Board.

IV.

No Person may look at more than the last Trick, or count the Number of Tricks he has made.

V.

A PERSON can never take more than one Card at a Time from his own Hand, but with that he may not only take a Pair, and every Card of the same Denomination with the Card he puts down, but he may take up as many Cards as by Combination answer to the Card he has put down.

THUS a Ten may take a 9 and Ace
8 — 2
7 — 3
6 — 4
5 — 5
As well as Tens.

VI.

WHOEVER clears the Board reckons for each Time one Point *absolutely*.

VII.

WHOEVER takes the last Trick, when all the Cards are dealt out, takes with it every Card that may remain on the Board, and this is called the Sweep.

VIII.

THE Lurch is Five. *

* See Note (B) at the End.

GENERAL

GENERAL RULES AND DIRECTIONS

FOR PLAYING

THE GAME OF CASINO.

I.

THE first and most important Direction is, to remember how many Tens, Aces, and Deuces have been played, and whether two Court Cards of the same Sort were turned up at first on the Board: This is absolutely necessary. Remember all the Cards *if you can.*

II.

UNLESS you can take up some Card, or Cards, from the Board, never fail to put down Court Cards in Preference to others, as the Court Cards can
never

never be of any other Use to you than merely to make a Pair; whereas other Cards may, by Combination, take many to great Advantage.

EXCEPTIONS.

WHEN you are Dealer, and the Cards are all dealt out, keep a Court Card back to ensure the Sweep. Sometimes too, having the Great CASINO in your Hand, (the other three Tens being out) you should prefer putting down a small Card, which, by Combination, makes the Number Ten on the Board, in hopes of taking up the combined Cards with the Great CASINO.

III.

IF you deal, and have the Great CASINO in the last four Cards, (the other three Tens being out) and no Court Card to keep for the Sweep, reserve the CASINO in Hopes of Combination, unless you have an Eight or a Nine, when I recommend to you to put down the CASINO, and take the Chance of having it in the Sweep.

IV. WHEN

IV.

WHEN you are obliged to put down a Card on the Board, and have no Court Card to put down, then put the smaller Cards from your Hand first; as, by reserving the larger, you may take up many by Combination.

EXCEPTION.

IF you see that the smaller Card makes, by Combination, the Number Ten on the Board, (the Great CASINO not being out, and not being in your own Hand) play a greater Card, to prevent the Great CASINO being secured by your Adversaries; but if three Tens are out, and neither you nor your Partner happen to be the Dealer, endeavour to form the Number Ten on the Board, and do not consider whether your Partner has the Great CASINO or not, as, if your Adversaries have it, they will, almost to a Certainty, take it in the Sweep, if they do not make it before.

V.

THE Spades are worth little Consideration; you will, of Course, take up a Spade in Preference, if
it

it is a Matter of Indifference which Pair, of two, you take. But the Desire of taking Spades should never bias your Play, unless your Adversaries have taken all the other Points, and have evidently taken more Cards than you, you must then endeavour to take Spades to save the Game.

VI.

WITH respect to Aces, if none are played, or if one or two only are out, and the elder or second Hand holds one, he should watch an Opportunity, when there are only Tens or Court Cards on the Board, or when it makes but few Combinations, to put it down: The third Hand and Dealer should reserve it to the last.

VII.

IF three Aces are out, you should generally put down the fourth Ace the first Card you play; but never, on any Account, reserve it after the first Round.

VIII.

IF two Aces are in your Hand, take the first eligible Opportunity to play one, in Hopes it will not
be

be taken up till it is your Turn to play again; and if your Partner puts down an Ace, and you cannot take it up by Combination, endeavour to lessen the Combinations, that your Adversary may not take it.

IX.

If you have in your Hand one Ace and the Little CASINO, and you must put down one, put down the latter, as your Adversaries can only gain one Point by taking up the Little CASINO; whereas they gain two, if they chance to pair the Ace.

X.

If the Great CASINO and an Ace are on the Board, and you have a Ten and an Ace in your Hand, take up the Aces in Preference, as the Aces may be taken by Combination, and the Ten can only be taken by another.

XI.

THE general Rule is, not to leave on the Board one Card only, or such Cards as, by Combination,
D may

may be taken by one Card, lest your Adversaries should clear the Board. But no Article of the Game requires more Judgment and Consideration than this, and it seldom is absolute. As to get the Majority of Cards is of so much Consequence, and makes the Difference of six Points, the Risk is generally worth hazarding.



CASES

C A S E S

Where the GENERAL RULE should be particularly attended to.

DO not risk the clearing of the Board when your Adversaries have scored Four, lest they save their Lurch ; and especially when they have scored Nine or Ten, lest you give them the Game.

C A S E S

Where the GENERAL RULE is never to be attended to.

AT the Beginning of a Game, when, by Combination, you can take up many Cards.

WHEN you can take up any Point.

WHEN a Trick or two will make the Difference of the Cards.

WHEN your Score is high, and your Adversaries have not scored more than two or three ;—in these Cafes, the General Rule is never to be attended to.



NOTES.

N O T E S.

N O T E (A).

SINCE the Retreat of the Duke of Brunswick, and especially since the recent Murder of the unfortunate Monarch alluded to in these Lines, this Passage will appear unseasonable; but I beg Leave to remind my Readers, that the Lines were composed long before the Retreat of the Duke of Brunswick, and cannot now be omitted. I can only lament that my Wishes have not been fulfilled, and sincerely hope that the Deaths of the many illustrious Persons, who have fallen Victims to French Savages, and above all the Death of that Man, whose only Crime was that he was born a King, will not be unrevenged. I trust that a signal and just Punishment will yet fall on the Heads of the dark Assassins and brutal Regicides.

N O T E (B).

It may possibly appear impolitic, if not improper, in me, who have so much Reason to entreat the Candor of the Public to pardon my own Defects, to arraign the Errors of others, but, as a recent Publication, by a Person calling himself "ROBERT LONG," directly contradicts some of the well-known and established Rules of CASINO, it is necessary that I should take some Notice of it.

MR.

MR. R. L. declares the Lurch to be Six, whereas the Custom of the first Clubs and the first Circles in London will decide against him, which I presume is the only Tribunal to which we can appeal.

IN another Place he says, "If you have a Pair, and a Third is on the Board, play one and wait your Turn, you may take any Thing else in the mean Time."—I beg Leave to observe here, that you may do this, if your Adversaries will allow it, but they may compel you (if they please) to take up the Pair, and as many Cards as by Combination answer to the Card you put down.

IN another Place Mr. R. L. speaks of Three-handed CASINO, (or CASINO as he erroneously spells it,) where he says, "The two Lowest join their Numbers together, and deduct from the Greater, and if the Greater has not more Points than the two Lowest can claim together, he scores nothing."—Here I beg to remark, that Three-handed CASINO differs totally from Four-handed in its Laws and Rules, and is played in different Methods, but never in the Method directed by Mr. R. L.

The most usual (and I think the best) Method is the following:

INSTEAD of Eleven the Game is to consist of Fifteen Points. Six Counters are necessary to score with.

THE Lurch is Seven.

EACH Person reckons the Points he has gained without any Deduction whatever.

WHEN the Parties are so far advanced in the Game that a few Points may make their Numbers amount to 16, and two Persons, or all three, have completed that Number, (which the following Illustration will prove

prove to be possible,) the Game is to be decided by the Seniority of the Points they have gained, in the same Manner as at All-Fours, where the Highest reckons before the Lowest, the Lowest before Jack, and Jack before the Game; and as at Piquet, where the Point reckons before Quints, &c. &c.

The Order of Seniority of the Points at Three-banded CASINO is as follows:

Great CASINO is	-	1st	-	to be reckoned.
Little CASINO	-	2d.		
The Cards	-	3d.		
Majority of Spades	-	4th.		
Ace of Spades	-	5th.		
Ace of Clubs	-	6th.		
Ace of Hearts	-	7th.		
Ace of Diamonds	-	the last.		

Example or Illustration of the foregoing Rule.

We will suppose that in the Course of the preceding Deals,
A had gained twelve Points.
B the same.
C had gained thirteen Points.

In the Course of the last Deal,

A gains the Great CASINO, and the Aces of Spades and Clubs.
B gains the Little CASINO, and the Cards.
C gains the Majority of the Spades, and the Aces of Hearts and Diamonds.

Now

NOTES.

Now in this Case each Player has gained Seven Points, which complete the Game.—Query: Which has won it?—Answer: B. has won it, because A can only reach the Seven Points, which he cannot alone complete A's Game, before he has the Ace of Clubs, which being four Points in Order of Seniority before the Aces of Spades and Hearts, and before the Majority of Spades, and the Majority of Hearts and Diamonds, which A has not.

Two HANDS.—The same Number of Points to complete the Game as Four-hands, and is governed by the same Rules of Declaration, and the same Rules in every Respect.

THE CARDS
The Ace of Clubs
The Ace of Spades
The Ace of Hearts
The Ace of Diamonds



In the Count of the last Deal
A gains the Game, and the Ace of Spades and Clubs
B gains the Game, and the Ace of Hearts and Diamonds

